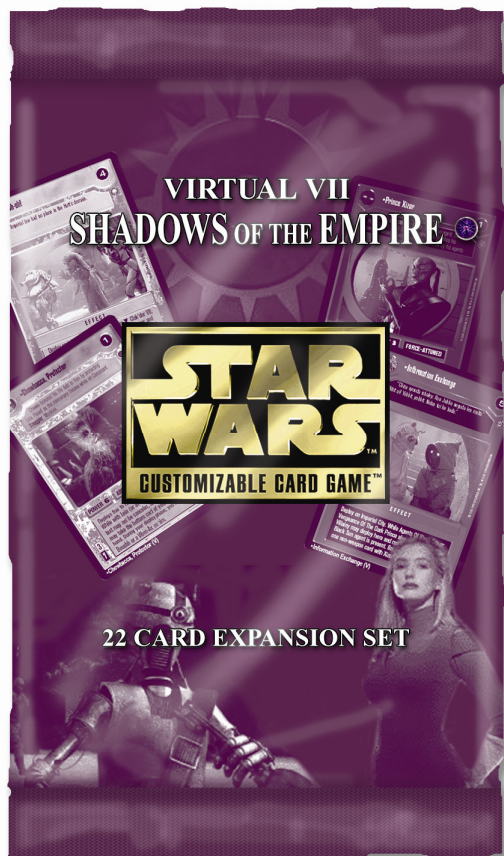




The SWCCG Players Committee presents
Virtual Set 7:
Shadows Of The Empire
 Official text as of December 4, 2006



Virtual Set 8:
Shadows Of The Empire
 RULE CARD 1 of 1

ICON KEY

- (Immune to Alter.)
- (Immune to Control.)
- (Immune to Sense.)
- This icon indicates the card is a 'grabber.'
- This icon references a card with a maintenance cost.
- X Replaced the phrase "Adds X to power of anything he/she pilots."
- Replaced the phrase "Take into hand from Reserve Deck; reshuffle."
- Replaced the phrase "Deploy on table from Reserve Deck; reshuffle."

Game Aid - Not For Play

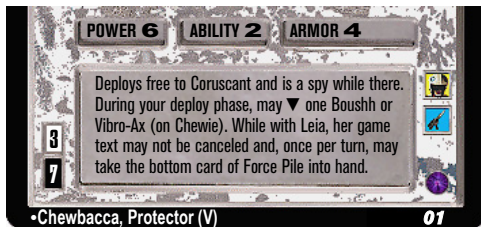
Special Thanks to – **Proofing Team:** Thomas Caspersen, Henry Dunn, Ryan French, Dennis Hes, Chris Kelly, Simon Lee, Steven Lewis, Jared Lockwood, Harikrishna Mehta, Marinko Pavic, Alden Peterson, Stuart Shaffer, Chuck Sonnenburg, Mike Tomashewski, Uriah Watkins. **Graphic Design Team:** Michael Erisman, Dennis Hes, Jerry Jensen, Henk Maul, John Millet.

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card using tape or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticeably increase the thickness of the card. If it does, the tournament director may interpret it as cheating and may penalize you appropriately. **DISCLAIMER:** For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side.

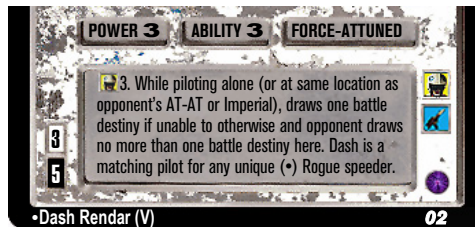
Virtual Set 7: Shadows Of The Empire

LIGHT SIDE

•Chewbacca, Protector (V)



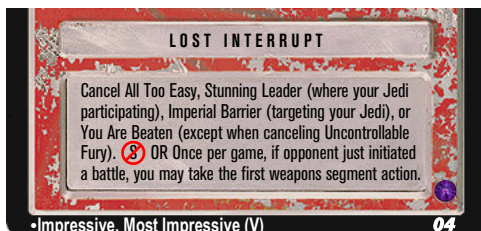
•Dash Rendar (V)



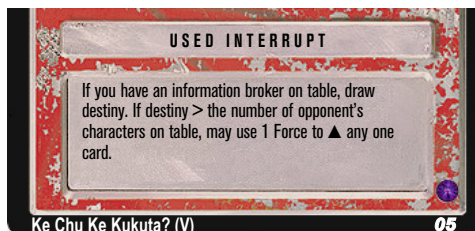
•Gambler's Luck (V)



•Impressive, Most Impressive (V)



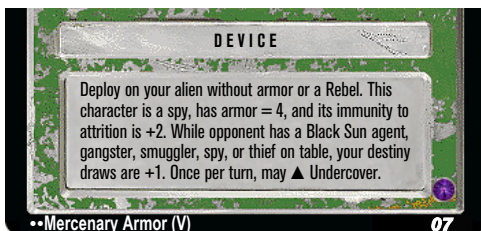
Ke Chu Ke Kukuta? (V)



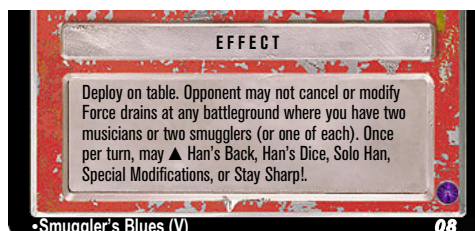
•LE-BO2D9 (Leebo) (V)



•Mercenary Armor (V)



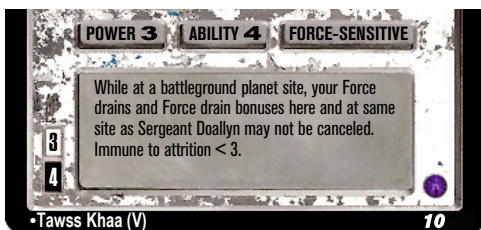
•Smuggler's Blues (V)



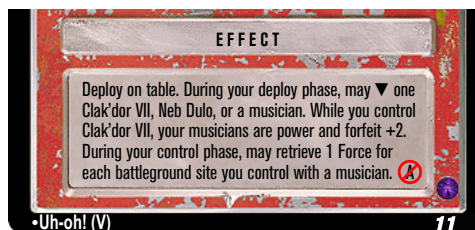
•Tantive IV (V)



•Tawss Khaa (V)



•Uh-oh! (V)



Virtual Set 7: Shadows Of The Empire

DARK SIDE

•Bane Malar (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

Blastr Rifle is a matching weapon for Bane. While at a battleground planet site, your Force drains and Force drain bonuses here and at same site as Ree-Yees may not be canceled. Immune to attrition < 3.

8
4

•Bane Malar (V) 12

•Brief Loss Of Control (V)

USED OR LOST INTERRUPT

USED: Once per game, during opponent's activate phase, target a location. Opponent is prevented from controlling that location (and loses senate majority if target is Galactic Senate) for remainder of turn. LOST: Cancel Control.

•Brief Loss Of Control (V) 13

•Flagship Operations (V)

EFFECT

Deploy on a system. Your TIEs may relocate (as a regular move) to a system from 0 to 3 parsecs away. For each battleground system you control with two TIEs piloted by Imperials, you may add 3 to your total power in battles. Opponent's Force drain is +3 here.

•Flagship Operations (V) 14

•Frustration (V)

USED OR LOST INTERRUPT

USED: If you just peeked at cards in your Life Force, peek at and reorder the top 3 cards of that deck or pile (may take one into hand). LOST: If Xizor and Guri are in a battle together, your total battle destiny is +5 and may retrieve 1 Force.

•Frustration (V) 15

•Guri (V)

POWER 6 ARMOR 5 ASSASSIN DROID

2. At Coruscant sites where you have a Black Sun Agent, your Force drains are +1. While with Xizor in battle, she may be forfeited to satisfy all remaining battle damage against you. Immune to Restraining Bolt, purchase, and attrition < 5.

4
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•Guri (V) 16

•Information Exchange (V)

EFFECT

Deploy on Imperial City. While your objective on table, Scum And Villainy may deploy here and, if a Black Sun agent present, may not be canceled. During your deploy phase, may ▼ a non-weapon card with "Black Sun" or "Xizor" in lore.

•Information Exchange (V) 17

•Prince Xizor (V)

POWER 5 ABILITY 3 FORCE-ATTUNED

2. Other Black Sun agents are forfeit +1. Your unique (•) gamblers, gangsters, smugglers, and thieves are Black Sun agents. Once per turn, may ▲ Unexpected Interruption. Immune to attrition < 4.

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•Prince Xizor (V) 18

•Slave I (V)

STARFIGHTER: FIRESPRAY-CLASS ATTACK SHIP

POWER 4 MANEUVER 4 HYPERSPEED 4

May add 1 alien pilot and 3 passengers. May deploy with non-☒ Boba Fett as a react (for free). While Boba Fett piloting, maneuver +2, power may not be reduced, and immune to attrition < 5.

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5

•Slave I (V) 19

Those Rebels Won't Escape Us (V)

USED INTERRUPT

Use 1 Force to ▲ *Stinger* or *Virago*. OR Cancel Darklighter Spin. OR If opponent just initiated a battle at same system or sector as *Stinger* or *Virago*, opponent may not target those starfighters with weapons for remainder of turn.

Those Rebels Won't Escape Us (V) 20

•Unexpected Interruption (V)

USED INTERRUPT

If a battle was just initiated, target an opponent's female non-droid character present with Xizor. Draw destiny. Target excluded from battle and adds her power to Xizor's for remainder of turn if destiny +2 > target's ability.

•Unexpected Interruption (V) 21

•Zuckuss (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

2. *Mist Hunter*'s maneuver +1. Your Black Sun agents at same and related sites may not have their forfeit reduced. Once per game, may ▼ non-☒ 4-LOM here. Immune to attrition < 3.

3
4

•Zuckuss (V) 22